Nicholas Vadivelu

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Experience

NVIDIA · Performance Software Engineering Intern *Aug 2020 – Present*

- Optimizing sparse BERT inference performance for **TensorRT** in **C++**, enabling a potential **50% reduction** in inference time, memory usage, and power usage for customers

Google Brain · Software Engineering Intern *May 2019 – Aug 2019*

- Unlocked K-FAC for **over 370,000 users** by implementing and open sourcing automatic support for arbitrary neural network architectures and integrating it into the Keras ecosystem
- Enabled simple **multi-node, multi-GPU/TPU training** for users by incorporating **TensorFlow's** Distribution Strategy and efficient distributed operation placement
- Designed, created, and open-sourced idiomatic, reproducible training recipes for users, carefully considering hyperparameter ranges, baselines, datasets, and models

Uber ATG · Research Intern *Jan 2020 – Aug 2020*

- Improved **object detection by 90%** (AP) and **motion forecasting by 22%** (L2) of a self-driving neural net under realistic positional error, significantly improving safety for future riders
- Wrote a **first author paper** on the learned positional error correction system (under review)

John Hancock Financial · Data Science Intern *May 2018 – Aug 2018*

- Achieved a **fraud detection rate of 63%** through designing an unsupervised ML model
- Deployed 25 fraud identifying rules in **SQL**, which **evaluated 20,000+** and **flagged 100+ claims**

Sunnybrook Research Institute · Software Developer Intern *Jul 2017 – Aug 2017*

- Improved MRI segmentation accuracy by **up to 80%** and reduced time to contour MRI scans from **~5 hrs to ~40 mins** by implementing techniques like watershed, clustering, and more

Open Source

PyTorch Ignite: Improved performance by **up to 63%** by designing and implementing **async updates for distributed metrics** with tests and documentation

Projects

Thrive Life Simulator: Wrote a **3D ray-casting game engine** from scratch for a dinosaur world simulation game in **Java** with **object-oriented design** and detailed documentation

PixelShot 300: Built a one-pixel camera from scratch capable of capturing a 300x300 photo using techniques such as **proto-threading** in **Arduino** and **Java**

Vim Clone: Recreated the text editor using **object-oriented design** and **C++** best practices, such as implementing the **Model-View-Controller** pattern and extensively using STL functionality

Leadership

Data Science Club Lectures: Designed and presented workshops about neural networks in **TensorFlow**, machine learning in **scikit-learn**, and data cleaning in **pandas** for **300+ students**

WATonomous Design Team: Implemented real-time object detection in **Tensorflow, OpenCV**

Education

University of Waterloo · Computer Science & Statistics (B. Math) *2022*

Cumulative GPA: 3.94/4.00 - Dean's List

- Research (Prof. Lin Tan): Proposed and implemented deep learning methods to identify bugs in code
- Research (Prof. Pascal Poupart): Investigated practical second order optimization methods for NNs